

APPENDIX: RELIC LOCATIONS

Targaryen

Blackwater Bay (Dragonstone) - Seat of House Targaryen. A rocky island with sheer cliffs of obsidian adjacent to the island of Driftmark stretching throughout the bay. The stronghold is carved in the likeness of dragons sitting on deep mines.

Kingswood - A thick, pristine forest and perfect location to disappear into.

Cracklaw Point (Whispers Castle) - A triangular castle sited on a cliffside overlooking the Narrow Sea.The cliff sides, riddled with coves and winding caves, makes a whispering sound as the wind blows through.

Maidenpool - A town on the Bay of Crabs situated on a low hill. The home of the minor House Mooton.

Massey's Hook - A rain-soaked, wooded peninsula littered with the shattered remains of traveling ships.

Duskendale (Dun Fort) - A large port town ruled by the Darklyn family. The town is protected by the Dun Fort, a squat stone keep with round drum towers.

Across The Narrow Sea (Tyrosh, Lys, Myr) - Known collectively as The Disputed Lands, a trio of eastern foreign cities ruled by merchant-princes and constantly at war with one another. The lands here are warm and known for delightful citrus groves.

Across The Narrow Sea (Old Volantis) - A massive eastern foreign city located on the rich delta of a tremendous river. Volantis is one of the greatest, richest, and most powerful cities.

Arryn

Vale of Arryn (The Eyrie) - Seat of House Arryn. A nigh-impenetrable fortress located high in the frosty mountain peaks of the Vale.

Green Fork (The Twins) - Part of the Riverlands, prairielands protected by the stronghold of The Twins, which span both sides of the northern branch of the Trident.

Mountains of the Moon (The Bloody Gate) - A series of battlements placed across the treacherous mountain road which leads into the Vale of Arryn.

The Fingers - A group of windy, rocky peninsulas and islands stretching out into the sea. The soil is thin, but the lands are dotted with sheep farmers.

The Three Sisters - A group of three islands - Sweetsister, Longsister, Littlesister - considered by many to be a den of piracy and avarice.

Saltpans - A bustling port town at the mouth of the Trident located on the Bay of Crabs.

Gulltown - A large, wealthy port city in close trade with eastern foreigners.

West Vale - A verdant valley surrounded by mountainous wilderness and plagued by raiding nomadic mountain clans.

Stark

Wolf's Wood (Winterfell) - Seat of House Stark. A frosted wilderness forest with roadways protected by the sprawling castle of Winterfell, located above natural hot springs.

The Neck (Greywater Watch) - A sucking mire and endless swamp full of dangerous beasts and poisonous plants. A wooden palisade fortress is located somewhere in this muck, its precise whereabouts shifting each season.

White Harbor (Wolf's Den) - A prosperous port city and ancestral home to exiled refugees from the southern kingdoms.

The Rills - A hilly land covered in streams, brooks, and wild herds of horses.

The Gift - A long stretch of good ranching land at the border of the Wall.

The Grey Cliffs - A series of sharp cliffs in the cold north. The people here are sometimes harassed by barbarian cannibal tribes from the nearby Skagos islands.

Sheepshead Hills - A hilly land and the source of several rivers in the north.

The Barrowlands - Extensive plains stretching across the lands of the north. The First Men kings are thought to have been buried in the barrow tombs that dot these lands.

Hoare

The Trident (Harrenhal) - Seat of House Hoare. A massive castle, the largest in Westeros, located on the shores of the God's Eye inland sea. Built only recently by the oppressive Iron Islanders, they have made this their seat as a symbol of their dominion over the green lands.

Iron Islands (Pyke) - The ancestral home of the iron islands and House Hoare. These are an archipelago of stony rocks and deep iron mines.

Red Fork (Riverrun) - A three-sided fortress surrounded by the western branch of the Trident. The castle and its people are of the rivers, using it for their livelihood and for defense.

Sea Dragon Point - A thinly populated, forested peninsula dotted with hills and bogs and jutting into the Bay of Ice.

Bear Island - A beautiful, remote frozen island in the far north full of old gnarled oaks, tall pines, moss-covered grey stones, and glistening waterfalls over steep hills.

Seagard - A trade town on the Cape of Eagles and near the mouth of the Blue Fork. A booming bronze bell atop a tall tower calls out townsfolk and others to safety .

Cape Kraken - A war-torn, wooded cape whose people have long been fought over throughout the centuries by the ironmen and the northmen.

Stoney Shore - A sparsely populated coastal land peopled mostly by fishing villages.

Lannister

Lannisport (Casterly Rock) - Seat of House Lannister. A walled major port city at the confluence of several trading roads. The great fortress of Casterly Rock overlooks the harbor, carved straight out of the mountain. Deep gold mines are said to be in the depths below.

Ashemark (The Crag) - A hilly land sitting on the coast of the sunset sea, filled with the ruined castles of fallen Houses.

Hornvale (Golden Tooth) - A hilly and mountainous terrain at the headwater of the Red Fork of the Trident. The stronghold of Golden Tooth is said to hold impenetrable vaults beneath the earth.

Silverhill - A land where the foothills of the Westerlands descend down into the grassy plains of the Reach.

Stoney Sept - Bronze bells and silver chimes ring in the air at this walled town, coming from the ancient tower that serves as the local people's religious center.

Searoad Marches - Flat plains flanked by the Sunset Sea to the west and sheer cliffs of the mountains to the east.

Cornfield - Bountiful farmlands and deep lakes cover this area. The smallfolk tell many tales of dragons hiding in the lakeside caves.

Crakehall - An area of prosperous grazing lands and a major source of cattle for the area. The countryside borders on a vast forest to the south.

Gardener

The Mander (Highgarden) - Seat of House Gardener and the center of noble chivalry in Westeros. Highgarden is filled with flowers, singers, pipers, fiddlers and harpers. The stables have a fine selection of horseflesh, and there are pleasure boats to sail along the Mander river.

Oldtown (The Citadel) - Oldtown is the largest and oldest cities in Westeros, built by the First Men. Oldtown was constructed around the Hightower Citadel, an ancient fortress of oily black stone on Battle Isle that subsequently had built the great tower above it. Oldtown is also home to the Starry Sept, formerly the seat of the High Septon of the Faith of the Seven.

Dornish Marches (Horn Hill) - Located on an eponymous hill, Horn Hill castle lies among the foothills of the Red Mountains. The Dornish Marches is a war-torn border region between the Stormlands, the Reach, and Dorne.

Brightwater - A verdant land well known for its honey and mead. The four Shield Islands have long been the protectorate of the Reach against raiding ironborn warships.

Old Oak - A thickly forest region whose people harbor a generations-deep vendetta against the Dornish.

Golden Grove - A bountiful land carpeted in thick forests of trees with golden leaves.

The Arbor - An island to the south of Westeros well known for its many vinyards producing unparalleled wines.

Cider Hall - Home of many apple orchards and two feuding sides of the minor House Fossoway, the Green Apples and the Red Apples.

Martell

Broken Arm (Sunspear) - Seat of House Martell. A land of jagged coastline extending to the Stepstones Islands, thought once to be a land bridge to the eastern continents. The stronghold of Sunspear, shaped like a stone sailing ship, is surrounded by such wonders as The Water Gardens and The Shadow City .

Red Mountains (Starfall) - A picturesque keep built atop a waterfall and said to be the site of a magical stone fallen from the skies.

Boneway (Yronwood) - A major pass through the Red Mountains and the site of uncounted devastating battles throughout the centuries.

Helhoit	- A grim, stinking land at the edge of a sweltering desert and the source of the river Brimstone.
Sandstone	- The western desert of Dorne, said to be infested with poisonous scorpions.
Saltshore	- A wind-swept coastline dotted with lemon groves and hot pepper patches.
Godsgrace	- A verdant land located at the junction of three rivers - the Vaith, the Scourge, and the Greenblood. Many Dornish smallfolk consider this a sacred site.
Wyl	- A broken land of sharp stones. The people here are known to flee to a maze of connected underground tunnels when besieged.
Durrandon	
Shipbreaker's Bay (Storm's End)	- Seat of House Durrandon. The storms here are world-renowned in their ferocity as the countless wrecks ships under the waters bear witness to. The fortress of Storm's End has never been successfully sieged and has perfectly smooth, round walls of a design not known elsewhere in the entire world.
Tarth (Evenfall Hall)	- The island is said to be beautiful, having lakes, waterfalls, soaring mountains, high meadows, and shadowed vales. Tarth is called the Sapphire Isle for the striking blue seas in which it sits.
Greenstone	- A small and mountainous island in the Narrow Sea, home to a crumbling keep of slick, moss-covered stone.
Mistwood (Griffon's Roost)	- Mistwood is in the heart of a large forest known as the Rainwood and lies on Cape Wrath. It is rainy, fertile region famed for its fur, timber, and amber. The wood is full of caves.
Summerhall	- A lightly fortified castle surrounded by grasslands near the foothills of the Red Mountains.
Ashford	- A land of rolling meadows. The town of Ashford has white-washed houses with thatched roofs.
Bronzegate	- A group of several small towns scattered throughout Felwood Forest.
Blackhaven	- Located in the northern Red Mountains near the Dornish border, the people of this land guard against invasions from Dorne and from outlaws hiding in the mountains.